

**KKMGC Administrative Rules**  
**June 12, 2025**

1. To join KKMGC you must have a handicap of 30 or below.
2. The maximum handicap is 30 (does not matter what tees).
3. Guests are allowed to play a maximum of three times annually.
4. Only members can participate in the skins game.
5. Guests pay \$15 and are eligible in the KP (\$5) and team competition (\$10).
6. Full voting membership requires a one time initiation fee (\$75) and annual dues (\$250). Can participate in all competitions, attend and vote at annual lunch and attend the Awards Banquet.
7. Non voting members only pay annual dues and can participate in all competitions, attend annual lunch and attend the Awards Banquet.
8. All members (voting and non voting) need to abide by the KKMGC bylaws.
9. Red tee qualification is a combined white tee handicap plus age of 80 or higher.
10. Notify Marten by Thursday PM if playing or canceling play for following Saturday.
11. Players should warm up with a maximum of 15 balls on the range.
12. Each cart must keep a playing score to compare prior to reporting to scorer.
13. Members play the season from the same tees unless an injury allows a change or Board approval.

**KKMGC Special Golf Rules**  
**June 12, 2025**

**1. In the bunkers:**

- a. Rake and place or move 3" or less if in disturbed or abnormal conditions in bunker. Does not help a "fried egg" lie.

**2. Fairways and roughs:**

- a. If in fairway or rough and ball is on a root you can drop (without penalty) within a club length. No free relief if in lateral penalty areas.
- b. If ball is in a fairway divot then player must play as it lies. No relief.
- c. On the right side of #3, when there are small rocks washed up by surf, it is a free drop to take relief at the closest point without rocks but no closer to the hole.

**3. Landscaped areas:**

- a. No free relief in any inside the course planter areas. This includes holes #3, #9, #10, #11 and #15. Play these now as penalty areas, taking a one stroke drop within two club lengths of where ball entered (as best as can be determined). Hole #15 will have a drop area next to the planter in back of the green.

**4. On the greens:**

- a. Putt out on every hole. If a golfer picks up his ball, he incurs a one stroke penalty and must replace the ball to the original spot and then finish putting.

**5. Picking up during play:**

- a. All players must complete all golf holes to be eligible for net scores. A net double bogie is NOT the maximum a player can take on a hole. If a player picks up they are also immediately considered to be in the fine pool as well.

**6 Team captains:**

- a. Captain is responsible for application of these rules as well as the accuracy of scores at the time of giving to scorekeeper. When a player has 'picked up' during play, the captain needs to inform the scorekeeper.

**7 Hole #3:**

- a. The rockwall is a course boundary and the dirt area next to it is a penalty area; no free relief from that wall.

**8 Root Rule**

- a. If your ball is in the fairway or rough but on a root you can opt to have a one club free relief. You cannot have free relief if your ball is on dirt or in a lateral hazard area.